

First Applet

Due Date:

This assignment is due Monday 2008-04-7.

Purpose:

To become familiar with the `javax.swing.*` architecture for applets and with handling mouse input.

Reading Assignment:

Read Chapter 14 of the textbook before attempting this assignment.

A First Applet

Do *one of* the Programming Challenges 1–4, on pp. 915–916 of *Starting Out with Java: From Control Structures through Objects* by Gaddis.

Create a web-page in which to display your applet.

E-mail

- a `.jar` with the complete applet and source, and
- the `.html` web-page.

Use the usual convention for packaging the / code in the `.jar`-file.